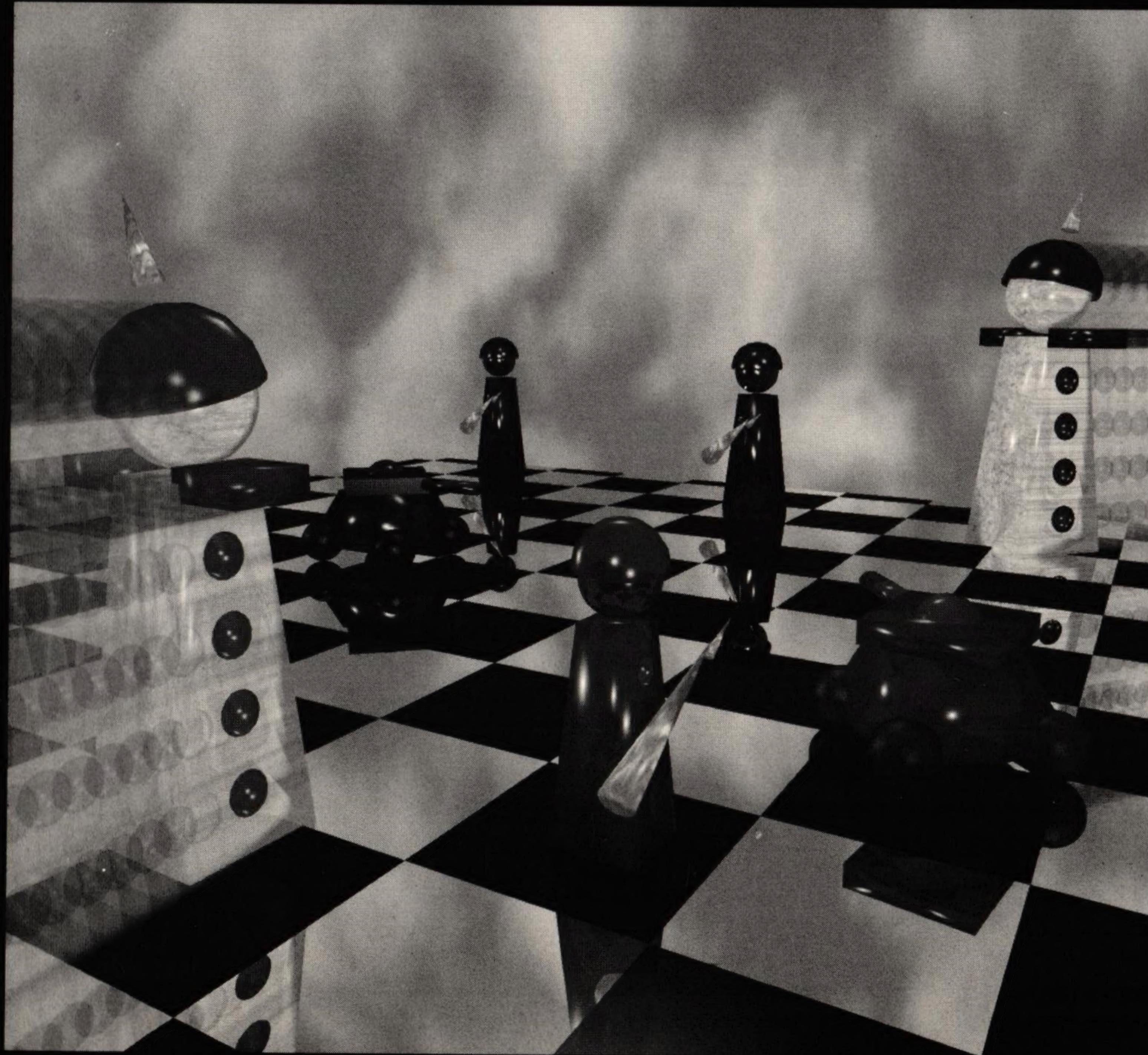


# THEATRE OF WAR



OF  
WAR

STRATEGY  
AND  
CONQUEST IN  
REAL-TIME

**INSTRUCTION  
MANUAL**







**Strategy & Conquest in Real-Time**

## INSTRUCTION MANUAL

Created by  
Artech Digital Entertainments, Inc.

Published by  
Three-Sixty Pacific, Inc.  
2105 South Bascom Avenue, Suite 165  
Campbell • California • 95008

For Customer Service, call (409) 776-2187  
between 9:00 AM and 6:00 PM Central Time

Copyright © 1992 Three-Sixty Pacific, Inc.  
All Rights Reserved

Theatre of War is a trademark of Three-Sixty Pacific, Inc.

# Credits

Artech Digital Entertainments, Inc.	
Game Design:	Rick Banks Paul Butler
Programming:	John White Sugar Chagarlamudi Alexander G.M. Smith
Graphics:	Grant Campbell Rick Banks Bob Monaghan
Sound & Music:	Paul Butler
Manual:	Lane Roathe Bruce Maurier
Produced by:	Lane Roathe
Packaging:	Joan Andrews
Cover Art:	Rick Banks
Testing:	Roger Camm Mike Harley Lane Roathe Top Star Three-Sixty Customer Service Personnel

# Contents

Development Background .....	1
The Main Menu .....	2
Game Screens .....	3
Perspective .....	3
Overhead .....	4
Status Screen .....	4
General Information .....	5
Scenarios and Boards .....	5
Warriors .....	5
Supply Lines .....	5
Medieval Set .....	6
Warriors .....	6
Actions .....	7
Great War Set .....	11
Warriors .....	11
Actions .....	12
Contemporary Set .....	15
Warriors .....	15
Actions .....	16
Multi-Player Games .....	19
Same Machine .....	19
Remote Connection .....	19
Saving & Restoring Games .....	20
Saving .....	20
Restoring .....	20
Sharing .....	20
Trouble Shooting .....	20
Unable to use Super VGA .....	20
No Sound or Music .....	20
Game Doesn't Run .....	20
Keyboard Equivalents .....	21
Index .....	22

# Development Background

---

Theatre of War is a product of vision. So much so that it was not until a few months before its release those people credited with marketing, distributing, and selling Theatre of War were able to fully understand what we had been crafting for so many months. It's still a bit amazing that Theatre of War ever reached completion, but Tom Frisina (the president of Three-Sixty) had faith in our understanding and enthusiasm of the product, though he had a hard time describing it to our distributor and the retail channel.

Nor were marketing issues our only challenge; Super VGA is still an undefined entity, with no hardware standards and the VESA software standard only marginally embraced. We hope to have solved most problems for you, our users. Oh, we know that some of you will still have problems. That's to be expected, especially when pushing the technological edge. We've worked hard to prepare our customer service representatives for your calls.

As Theatre of War nears completion, there is still worry that the market may not understand what Theatre of War is; worry over problems with the multitude of video cards to be supported; and hope. We hope that you, the consumer, will enjoy this product enough to make our efforts pay off so we may bring you more innovative entertainment software.

For the innovation, sweat, long days, countless uploads, and vision, thanks must be given to everyone at Artech.

Lane Roathe  
Three-Sixty Pacific, Inc.

To be or not to be, this was Theatre's question. Whether 'twas nobler to the pocket book to suffer the cliches and clones of last years hits, or to take a chance in a sea of troubles, and by risking a wad, end them.

To publish and to finish something new; and by finish we mean put an end to the gajillion natural bugs that something new in Super VGA is heir to. Or at least this was to be what we hoped for. To publish, to finish, to sell, perchance to sell a truck load.

But yo, there be a snag. For with sales, what piracy may come, after we have worked our butts off. This gives us pause—for piracy makes calamity of so much work. For who bears the costs of development time, the aggravating arguments, the expansive ego's, the co-coding, the idiotic ideas, the debugging delays, packaging, manufacturing, editing and servicing, of some vague unknown? Who pays the bills, and gets stressed out under such a life?

Most Publishers have us all bear those games we have rather than fly to others that we know not of. For the undiscover'd country in Theatre of War, Artech thanks Three-Sixty.

Rick Banks  
Artech Digital Entertainments, Inc.

# The Main Menu

---

Each section of the menu screen displays a list of the items available, with the current selection depressed, and a scroll bar (two arrows with a vertical bar between them) which can be used to display items not currently displayed in the item list.

The first section allows you to select which set of warriors to use for the game. Selecting the different sets will cause the scenario/board listing to update for the selected set.

Theatre of War includes the following warrior sets:

- 1) Medieval  
Hand to hand, Archers, and Catapults
- 2) The Great War  
Gattling Guns, Tanks, and Cannon
- 3) Contemporary  
Stealth, Radar, Aircraft, and Missiles

The middle section is used to let Theatre of War know if you will be playing against a scenario or another player. Against another player, you may play on the same machine or over a serial or modem connection (refer to the 'Multi-Player' section for specific information).

The third section displays either the scenarios or boards for the current warrior set, depending on if you are playing against the computer or another player. Scenarios are played by the computer, and board setups are used to play another player.

The scenario/board display also lists any saved games you have for the current warrior set. Saved scenarios are

listed with the scenarios, saved boards with the boards. To restart a saved game, just select it from the list.

There are several scenarios and boards for use with each warrior set, to see the entire list be sure to scroll using the arrows (the 'scroll bar') to the right of the list.

For two player games on a single machine, you can also change the amount of time each player has per turn. The default is 60 seconds and can be changed as desired using the arrows to either side of the display at the bottom of the screen.

Clicking the 'Options' button displays a screen with several buttons on it which allow you to change the way Theatre of War is played. You can select the way the board is drawn, change the default settings for two player games, and turn sound effects on or off. Turning the sound off will help if you are running low on memory.

Once you have made your selections, begin your game by clicking the PLAY button, or pressing 'Enter'.

To exit back to the dos prompt, click the DOS button, or press the 'Esc' key.

Clicking the 'About' button will display a screen crediting everyone involved in bringing you Theatre of War.

# Game Screens

Theatre of War is played using three different game screens. The *Perspective* and *Overhead* views represent different views of the theatre from which the game can be played. The *Status Screen* gives information about your and your enemy's warriors.

## Perspective

This is the main Theatre of War screen. In the center is the current theatre view—a nine-square by nine-square section of the complete theatre viewed in perspective.

Each square on the board has its own set of properties and affects the individual warriors differently. Each warrior set has it's unique set of squares which are explained in the introduction for that set.

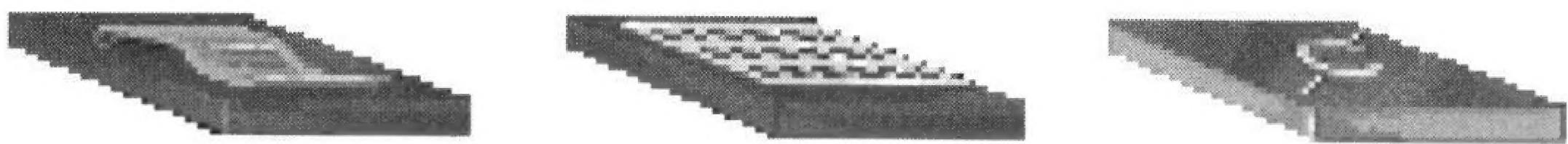
NOTE: Some warriors have the ability to change the properties of the playing squares. Details are contained within the warrior action descriptions of each set.

All of the options you'll need to fight the battle are located on the screen surrounding the battlefield. Clockwise, beginning in the upper left corner:

## Warp Tiles



These tiles enable you to change the speed that time passes. Warp 1 is normal time, warp 2 is twice the normal speed, and so on.



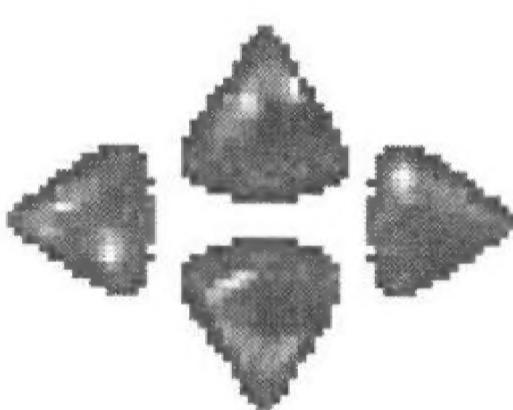
## Game Screen Tiles

Three tiles in the upper right corner of the screen control the current view of the player. The top tile switches to the Status Screen, the second tile switches to the Overhead view, and the third tile centers the battlefield around your currently selected warrior.

## Theatre Overview Map

Immediately below the lower right corner of the current battlefield view is the overview map. The warriors of the two powers are represented by different colored dots, and the currently selected warrior is brighter than all the others. The lighter shaded portion of the map represents the section of the battlefield that the player is able to see on screen at the moment.

NOTE: You can quickly change the battle field view by clicking on the map where you wish to be viewing.



## Position Crystals

Four crystals located on the front of the map box let you move the section of the battlefield that is being viewed on screen. Click once on a crystal to shift the view one square north, south, east, or west.

NOTE: the arrow keys perform the same operation.

## Warrior Tiles

Across the bottom of the screen are 16 tiles—one for each of your warriors. When a warrior is destroyed, its warrior tile becomes inactive. Select a warrior either by clicking on its tile, on the warrior itself in the current battlefield view, or by pressing the appropriate key.

## Power Bars

To the left of the Battlefield Map are two vertical bars. The left bar represents the current warrior's strength; the right bar represents the current warrior's health. When the warrior has all of its strength and health, both bars are fully dark. As a warrior loses its strength or health, the dark shading drops, leaving some or all of the top portion transparent. Warriors without strength are unable to move or perform other actions, including attacking or defending. Any warrior losing all its health is removed from play.

## Current Warrior Image

In the lower center of the screen to the left of the Power Bars is a large image of the currently selected warrior. This tells you which warrior can be given an order at the moment. Also, in a two-player game the color of the image tells you whose turn it is.

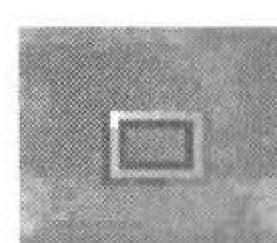
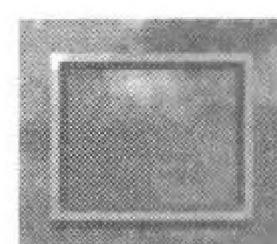
## Action Tiles

Immediately below the lower left corner of the battlefield view, to the left of the Current Warrior Image, are the most important tiles on the screen. These six tiles control the actions of the currently selected warrior.

NOTE: Because each type of warrior has different actions, the Action Tiles change according to which warrior is currently selected. Each warrior's possible actions are described in the Action section for its warrior set.

## Overhead

The controls available here are almost identical to those in the front view, except that there are no Battlefield Map, Current Warrior Image, or Power Bars. Instead, added to the other controls are two zooming tiles.

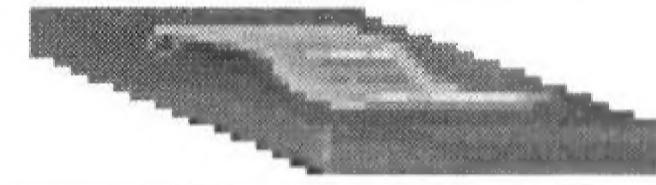


## Zoom Tiles

To the right of the current battlefield view, just below center in the margin, are the Zoom/Unzoom tiles. Click the upper tile to zoom in (letting you see less area, but in more detail). Click in the lower tile to zoom out (letting you see more play area, but in less detail).

NOTE: Zooming out will expand the view until all of either the horizontal or vertical squares are displayed. Thus if a board is not square, even at the furthest zoom level you may need to scroll to see the entire board.

## Status Screen



This screen lets you see the strength and health levels of your and your enemy's warriors at a glance. Each warrior is represented by its image and two small Power Bars (see Front View above). If a warrior has been destroyed, its image will not be shown.

Warriors currently engaged in battle or performing an action are shown animated in their windows on the status screen. This is the quickest way to get an overall situation report on your warriors.

You can switch between viewing your warriors and your enemy's warriors by pressing the 'U' key.

The warrior selection tiles are located across the bottom of the screen so that you can select a warrior before exiting. The selected warrior's tile is highlighted.

# General Information

---

Like traditional board games, Theatre of War involves a board and playing pieces, referred to as warriors. Unlike traditional board games, the warriors in Theatre of War do not have specific moves, but rather ‘actions’ that they may perform. Additionally, the board squares can be changed by warriors and the board is not limited to a fixed size or arrangement. Finally, action in Theatre of War is not based on turns, but rather real-time, meaning that your opponent is moving his warriors at the same time you are!

---

## Scenarios and Boards

---

There are two types of game setups in Theatre of War. *Scenarios* are designed for one player, and consist of a board, an arrangement of warriors, and a computer opponent. *Boards* are designed for two players, and consist of a board layout and a warrior arrangement.

Each scenario or board has all or part of a set of warriors present. There is no predetermined placement for the warriors, nor is the board layout predetermined. Each board or scenario has been designed with a different challenge in mind. Study of the board layout and warrior placement at the beginning of a game will help in planning a winning strategy.

---

## Warriors

---

Each set of warriors in Theatre of War contains six different types of warriors, arranged into a set of sixteen. Some are more obviously powerful, but all have their

uses in the advancement of a successful campaign. In the *Warriors* section of each set, immediately to the right of each warrior's name, is a number in parenthesis which specifies how many warriors of that type are in the set.

Warriors without strength are unable to move or perform other actions, including attacking or defending. Any warrior losing all its health is removed from play.

Straight line paths are rarely used by warriors moving from one square to another. Instead, each warrior determines the quickest route to the destination square. The terrain of intervening squares and the presence of enemy warriors can cause the moving warrior to take an indirect path in reaching its destination square.

Whenever a warrior shoots a projectile, the projectile will try to hit an enemy warrior. If an enemy warrior and friendly warrior occupy the same square, the enemy warrior will take damage. However, if only a friendly warrior is present in the square, then that warrior will take damage. Moving warriors are harder to hit, and will take less damage when they are hit.

---

## Supply Lines

---

Supply lines are used by all warrior sets as a basis for resting, rearming, and healing warriors. A piece is able to rest and recover if it is in a horizontal, vertical, or diagonal path from the supplier's square. Each warrior set has different warriors which can provide supply, and restrictions on the number squares between the supply warrior and warriors requesting supply. Rules for providing and receiving supply, and any special cases for being in a supply line, are explained in the introduction to each warrior set.

# Medieval Set

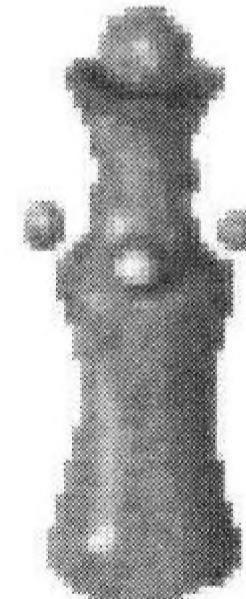
The Medieval Set is based upon hand to hand combat with only two warriors capable of attacking enemy warriors at a distance, the Archer and the Catapult. The object is to take your opponent's Emperor.

There are three speeds of ground squares, slow, medium, and fast. Pawns are able to change the speed of a square. All warriors are effected by a square's speed.

## Warriors

Each description below includes a summary of the warrior's characteristics. Immediately following the title of each warrior is a list of actions available to that warrior. Actions are initiated by selecting the warrior's Action Tiles, and are explained in the *Actions* section.

Warriors recover strength, health and supplies from the Emperor. The Pawn may recover anywhere on the board, but the rest of the warriors must be connected to the Emperor via a supply line.

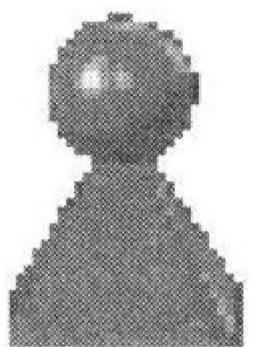


### EMPEROR (1)

**Actions:** Move, Inspire, Shield, Rest, Resign

Although the Emperor is your most important warrior, it is also the second-weakest. It can only kill a Pawn in a one-to-one battle. If the Emperor dies, you lose. The Emperor may resign a game.

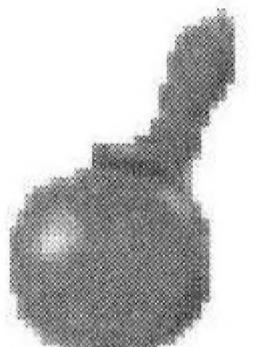
The Shield action is different for the Emperor. When active, all attached warriors will be protected. This causes the protected warriors to take half the damage they normally would during combat. This drains strength for the Emperor.



### PAWN (7)

**Actions:** Move, Build, Destroy, Rest, Retreat

Even though it is the weakest warrior on the board (anything can kill it in a one-to-one battle), the Pawn is also the warrior with the most options. Its most important option is the ability to operate in either attack or defensive mode. Each mode affects the operation of the other options. For example, a Pawn in defensive mode will take a little more time to perform an action, take less damage if attacked, and do less damage if it attacks.



### SWORDSMAN (2)

**Actions:** Move, Defend, Hold, Rest

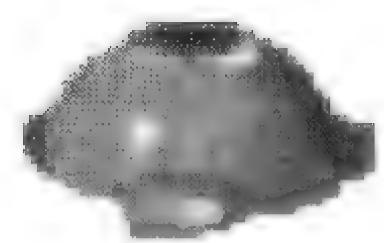
The Swordsman is a powerful fighting warrior. Its specialty is hand-to-hand combat, and it does this well.



### ARCHER (4)

**Actions:** Move, Throw, Defend, Rest, Hold

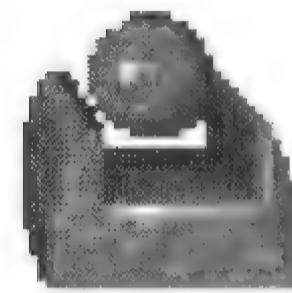
The Archer can throw a projectile at an enemy in the distance, inflicting damage to the target if the projectile hits. In hand-to-hand combat it is fairly efficient, but not at the level of a Swordsman. Care must be taken to keep Archers from being killed off too quickly. Archers hold a limited number of projectiles.



## CHARIOT (1)

**Actions:** Move, Seek, Patrol, Rest, Assassinate

The Chariot is the fastest warrior on the battlefield and has plenty of fighting power and options. It can patrol a certain area of the board, or be sent to attack the closest warrior or attempt to assassinate the enemy Emperor.



## CATAPULT (1)

**Actions:** Move, Launch, Rest, Hibernate, Prepare

The Catapult is the most powerful warrior on the battlefield. It can destroy anything in a one-on-one battle and a single one of its projectiles can kill an enemy warriors at quite a distance. It is also rather slow and therefore an easy target for the enemy. The Catapult holds a limited number of projectiles.

## Actions

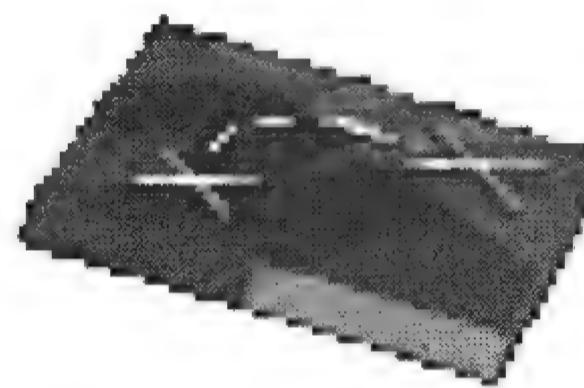
To have a warrior perform an action:

- 1) Select the warrior by clicking the mouse pointer on the warrior in any of the following locations:
  - Current battlefield view (front or overhead views)
  - Status screen
  - Warrior tile (at the bottom of every screen)
- 2) Click the mouse pointer on the appropriate action tile (Front and Overhead views only).

3) If necessary for the specific action, move the highlighted box around on the battlefield and locate the target or destination for the warrior's action using the mouse or 'Alt' plus the arrow keys.

4) Click the left mouse button or press 'Enter' to select the highlighted target or destination square.

**NOTE:** If you choose an action that requires selection of a highlighted square, but you then change your mind and wish to choose a different warrior or action, click the right mouse button to exit the process and begin again.



### MOVE

**Warriors:** All

This action moves the warrior to a new square. When a warrior is moving it will not attack enemy warriors located near its course of travel, and defends itself poorly. Different warriors move at different speeds and expend different amounts of strength in moving.

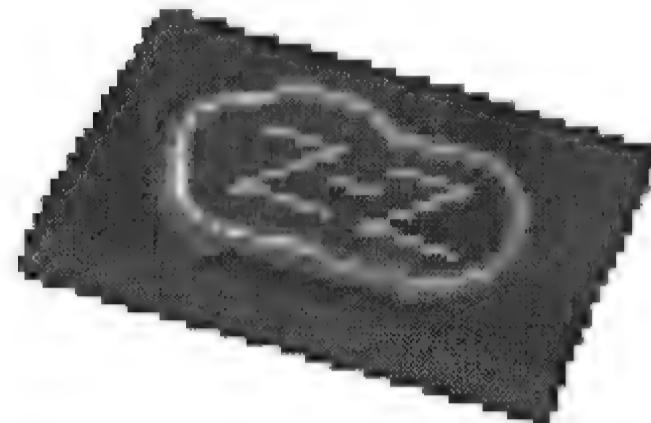
To move a selected warrior:

- 1) Click the Move action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired square.
- 3) Press the left mouse button, or press 'Enter'.

**NOTE:** If an enemy warrior is located in the new square, your warrior will attack upon arrival.

**NOTE:** Warriors do not move toward their destinations in a straight line. They move along the fastest path available. Remember that the lighter squares are the

fastest to move over, medium squares are a little bit slower, and the darkest squares are very slow.



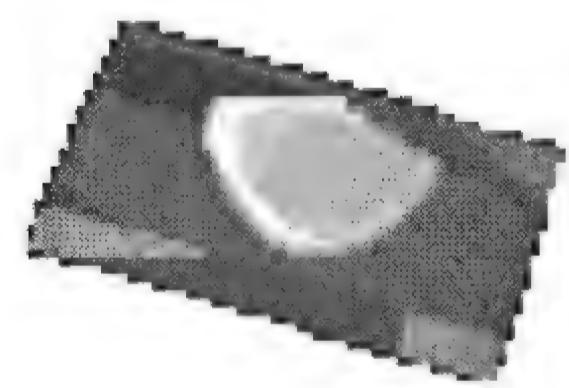
## REST

**Warriors:** All

This action directs a warrior to stop what it is currently doing and enter rest and recovery mode. When a warrior is in Rest mode its strength and health levels will return to maximum.

Only Pawns and Emperors rest on their current square (or on the next square they enter). All other warriors must be located in a square adjacent to the Emperor before stopping and resting. If such a warrior has the strength to return to the Emperor, it will do so automatically before resting. Otherwise, you will have to bring the Emperor to the exhausted warrior to begin its recovery!

**NOTE:** A warrior in rest mode may *only* exit the mode when its maximum strength and health have returned. While in rest mode the warrior cannot attack the enemy, and will not defend itself well if attacked. Beware! This means that you have no control over a warrior in rest mode. A warrior in rest mode is easy prey for the enemy!



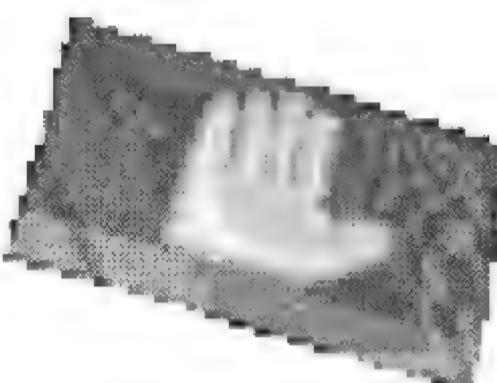
## SHIELD

**Warriors:** Emperor, Swordsman, Archer

This action puts the warrior into a defensive mode. The warrior will stop or stay where it is and, if forced into battle, will defend itself a little better than it normally

would. Since its efforts are primarily defensive it does not inflict quite as much damage during combat.

The Shield action is different for the Emperor. When active, all warriors attached to the Emperor will be protected. This causes the protected warriors to take half the damage they normally would during combat. This drains strength for the Emperor.



## HOLD

**Warriors:** Archer, Swordsman

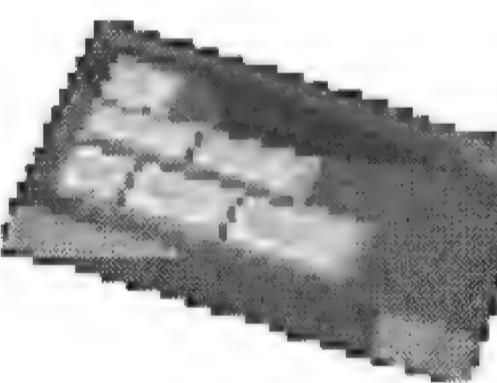
This action puts a warrior into guard mode. An Archer ordered to Hold will throw projectiles at all enemy warriors within its range. A Swordsman will seek out the closest enemy warrior and engage it in battle.



## INSPIRE

**Warriors:** Emperor only

Inspire causes your Emperor to stop moving and give strength and health to all friendly non-Pawn warriors. To benefit from an Emperor's inspiration, warriors must be idle, and must in a supply line to the Emperor.



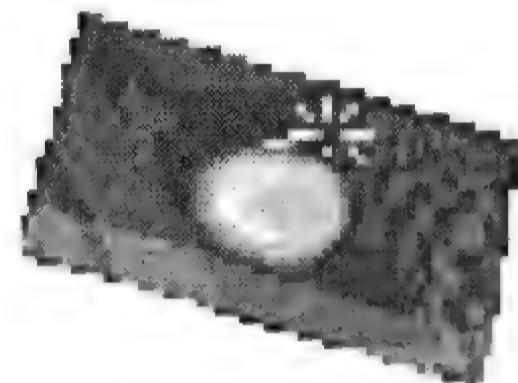
## BUILD

**Warriors:** Pawn only

Build upgrades the terrain of a square to a faster surface, improving the speed at which your warriors may move through. If the square has a dark, slow surface it will be upgraded to medium. If the square has a medium surface it will be upgraded to a light, fast surface. If the tile is already fast it will not change.

To upgrade the surface of a square:

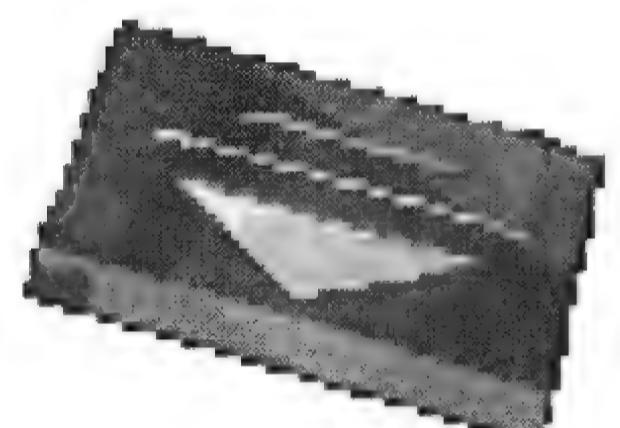
- 1) Click the Build action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired square.
- 3) Press the left mouse button, or press 'Enter'.



### BUILD

**Warriors:** Pawn only

Build is exactly the opposite of Destroy (please see above). Instead of upgrading a square, the Pawn will degrade the square to a slower surface, if possible. This is used to slow down the advance of enemy warriors.

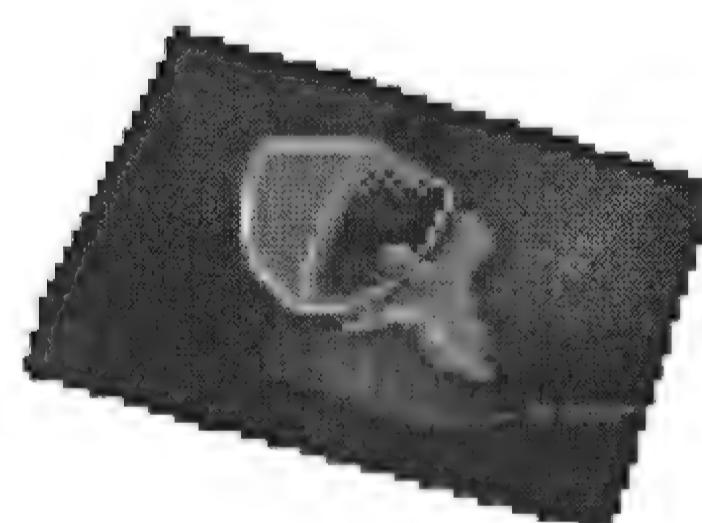


### DESTROY

**Warriors:** Pawn only

This action sends a Pawn either to the side of the Emperor, or to a selected square.

**NOTE:** Unless you specify a destination first, Retreat will always send the selected Pawn to the Emperor.

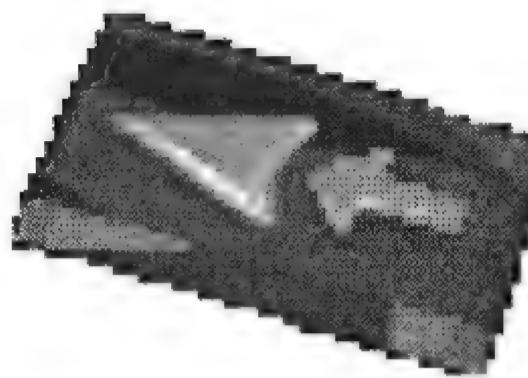


### RETREAT

**Warriors:** Pawn only

This action toggles between offensive and defensive modes for a selected Pawn. A Pawn in defensive mode carries a shield, while a Pawn in an offensive mode carries a sword. In general, a Pawn in defensive mode is

slower and does less damage in battle, but receives less damage in battle.



### THROW

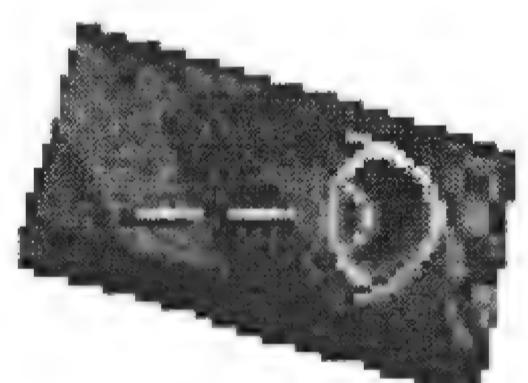
**Warriors:** Archer only

This action directs an Archer to throw a projectile at the targeted enemy warrior. Projectiles inflict minimal damage to the target, and several hits are required to destroy an enemy warrior.

To target and throw for a selected Archer:

- 1) Click the Throw action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired square.
- 3) Press the left mouse button, or press 'Enter'.

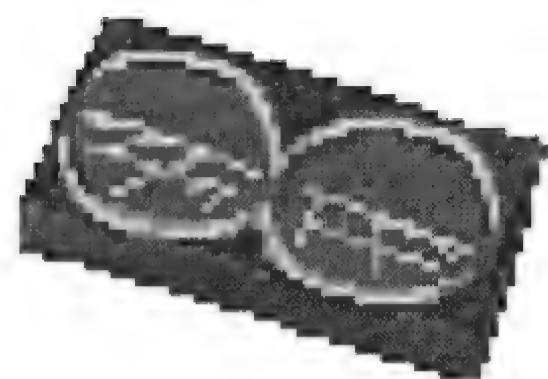
When an Archer has used up all of its projectiles, it must enter Rest mode adjacent to the Emperor to reload. If an Archer is ordered to throw, but has no projectiles, nothing will happen.



### SEEK

**Warriors:** Chariot only

This action directs the Chariot to seek out and attack the closest enemy warrior. The Chariot will continue performing this action until given a new action, its energy is exhausted or it is destroyed in battle.



## PATROL

**Warriors:** Chariot only

This action directs the Chariot to patrol back and forth between its current square and a specific destination square. Enemy warriors which enter within this patrol will be attacked by the Chariot.

To set a Chariot on patrol:

- 1) Click the Patrol action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired square.
- 3) Press the left mouse button, or press 'Enter'.



## ASSASSINATE

**Warriors:** Chariot only

This action directs the Chariot to locate and attack the enemy Emperor. During its search the Chariot will try to avoid enemy warriors, concentrating its efforts on destroying the enemy Emperor.

**NOTE:** When fighting in this mode the Chariot will do more damage than in normal battle, but is also more easily damaged.



## LAUNCH

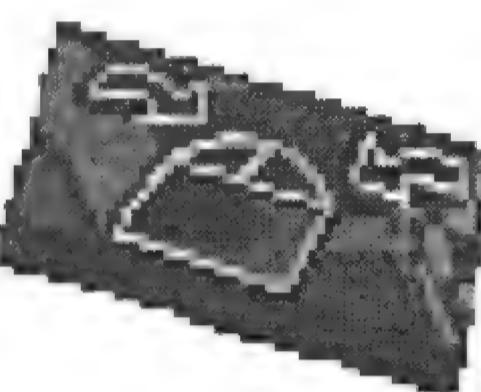
**Warriors:** Catapult only

This action directs the Catapult to launch a projectile at a targeted enemy warrior. A single hit from the catapult can be enough to destroy an enemy warrior!

To target a launch for the selected Catapult:

- 1) Click the Launch action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired target.
- 3) Press the left mouse button, or press 'Enter'.

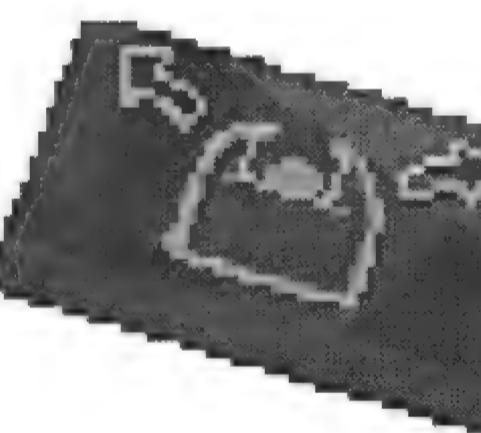
**NOTE:** When a Catapult has used up all of its projectiles, it must enter Rest mode adjacent to the Emperor to reload. If a Catapult is ordered to launch, but has no projectiles, nothing will happen.



## HIBERNATE

**Warriors:** Catapult only

This action directs the Catapult to stop all actions and go into full defensive mode. While hibernating, the Catapult cannot Move or Launch, but at the same time cannot be damaged in any way.



## PREPARE

**Warriors:** Catapult only

This action brings a Catapult out of hibernation mode. Unfortunately, it takes the Catapult a fairly long time to get out of hibernation; while doing so it cannot fight and is very vulnerable to attack.



## RESIGN

**Warriors:** Emperor only

This action surrenders and quits the game. You have a few seconds to cancel the Resign before it takes effect.

# Great War Set

This set uses warriors based on the technologies present in the Great War. There is still hand to hand combat; however, most warriors shoot projectiles at the enemy before engaging in hand to hand combat. The objective is to take your opponent's General.

All squares have the same movement rate. Some tiles are now dangerous to enter, as they contain one or more mines. Whether laid by friendly or enemy warriors, mines are impartial as to whom they damage.

## Warriors

Each description below includes a summary of the warrior's characteristics. Immediately following the title of each warrior is a list of actions available to that warrior. Actions are initiated by selecting the warrior's Action Tiles, and are explained in the Actions section.

Warriors may be in a supply line with either the General or a Supply Tent in order to resupply. Supply Tents must be in a supply line with the General to fully resupply themselves, and the General must rest in order to keep providing supply to all the other warriors.



### GENERAL (1)

**Actions:** Move, Inspire, Shield, Rest, Resign

Although the General is your most important warrior, it is also the second-weakest. It can only kill a Soldier in a

one-to-one battle. If the General dies, you lose. Also, only the General can resign a game. When healing or resupplying a warrior, the General should be resting in order to quickly recover the transferred health and supply.

The General Rests on its current square.



### SOLDIER (7)

**Actions:** Move, Mine, Rest, Retreat, Entrench

Even though it is the weakest warrior on the board (anything can kill it in a one-to-one battle), the Soldier is also the warrior with the most options, including the ability to lay and sweep mines.

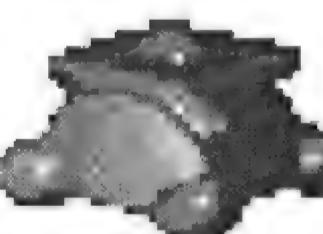


### SUPPLY TENT (2)

**Actions:** Move, Rest, Entrench

Supply Tents are important in their support of other warriors. They should be placed out of the way of battle as they are poor fighters. Health and supply is transferred from the Supply Tent to the resting warrior, so Supply Tents must themselves be rested often.

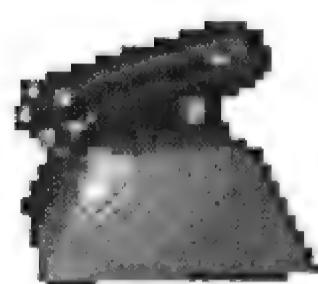
An exhausted Supply Tent must be attached to the General to Rest and fully resupply.



### TANK (2)

**Actions:** Move, Rest, Shoot, Defend, Retreat

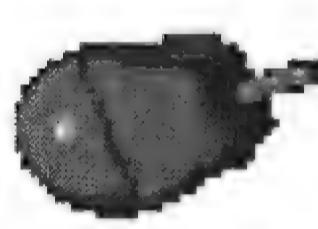
The Tank is a fast-moving armored warrior which shoots powerful projectiles. Although it can't shoot as far as the cannon, it is invulnerable to small weapons fire.



## GATTLING GUN (3)

**Actions:** Move, Rest, Shoot, Defend, Retreat  
Entrench

The Gatling Gun is a short-range, slow moving weapon which fires projectiles at several squares simultaneously. Caution should be exercised in its use, for it may damage friendly warriors as well as enemy warriors!



## CANNON (1)

**Actions:** Move, Rest, Shoot, Defend, Retreat  
Entrench

The Cannon is a fairly quick-moving and powerful warrior can fire projectiles long distances. Although it lacks the ability to target at short-range, it can defend itself as well as a Soldier.

## Actions

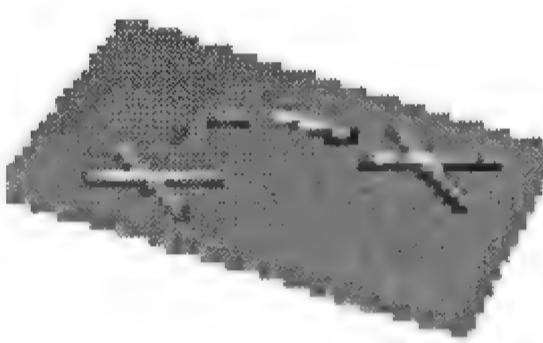
Each action below is followed by a list of the warriors able to perform the action and a description of the action. To have a warrior perform an action:

- 1) Select the warrior by clicking the mouse pointer on the warrior in any of the following locations:
  - Current battlefield view (front or overhead views)
  - Status screen
  - Warrior tile (at the bottom of every screen)
- 2) Click the mouse pointer on the appropriate action tile (Front and Overhead views only).

3) If necessary for the specific action, move the highlighted box around on the battlefield and locate the target or destination for the warrior's action using the mouse or 'Alt' plus the arrow keys.

4) Click the left mouse button or pres 'Enter' to select the highlighted target or destination square.

**NOTE:** If you choose an action that requires selection of a highlighted square, but you then change your mind and wish to choose a different warrior or action, click the right mouse button to exit the process and begin again.



### MOVE

**Warriors:** All.

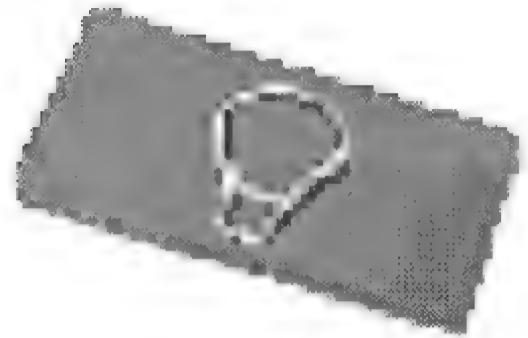
This action moves the warrior to a new square. When a warrior is moving it will not attack enemy warriors located near its course of travel, and defends itself poorly. Different warriors move at different speeds and expend different amounts of strength in moving.

To move a selected warrior:

- 1) Click the Move action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired square.
- 3) Press the left mouse button, or press 'Enter'.

**NOTE:** Warriors do not move toward their destinations in a straight line. They move instead along the fastest path available. Remember that the lighter squares are the fastest to move over, the medium squares are a little slower , and the darkest squares are very slow.

**NOTE:** If an enemy warrior is located in the new square, your warrior will attack upon arrival.

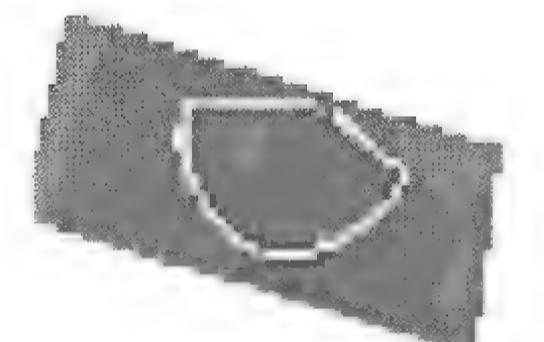


## INSPIRE

**Warriors:** General only

This action forces your General to stop moving and heal (give strength and health) all friendly non-Soldier warriors. To benefit from Inspire, warriors must be idle, and must be located in one of these positions:

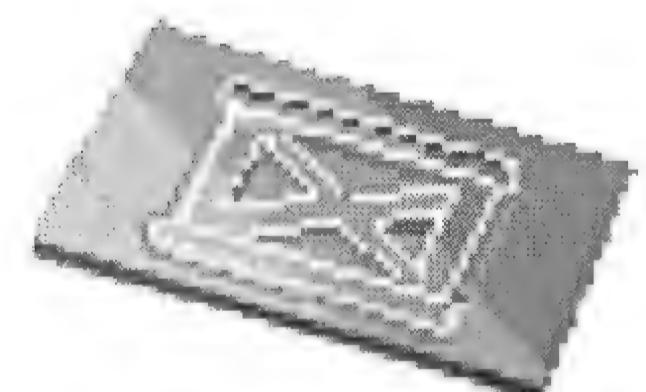
- 1) a straight horizontal from the General's square,
- 2) a straight vertical path from the General's square,
- 3) a straight diagonal path from the General's square.
- 4) a square adjacent to the General.



## SHIELD

**Warriors:** General only

In order to be shielded, warriors must be within two squares of being attached to the General but not necessarily adjacent to his square. Shielded warriors take only half the damage normally taken during combat. Shield costs the General strength.

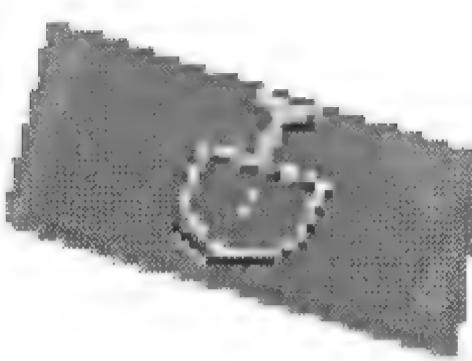


## REST

**Warriors:** All

This action directs a warrior to attach to a supply line and Rest in order to regain strength, health, and supply.

**NOTE:** Supply Tents must be in a supply line attached to the General in order to fully resupply.



## ENTRENCH

**Warriors:** All except General

This action directs the selected warrior to stop all other activity and build a safe hole in which to hide. Entrench takes a while to complete, but once the warrior is entrenched it will only take half of the damage normally inflicted during combat.

**NOTE:** Large warriors take longer to entrench than smaller warriors. Soldiers are the quickest and most successful, and supply tents are the slowest.



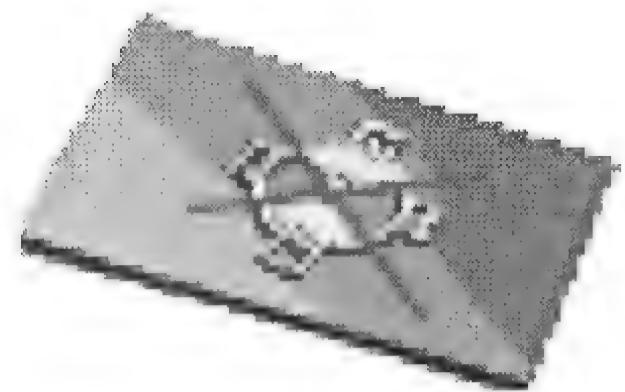
## LAY MINE

**Warriors:** Soldier only

Lay mine adds a mine to the current square, which turns a dark grey color. Any warrior, enemy or friendly, will be damaged by the mine upon entering the square. Up to sixteen mines may be laid on one square. Each mine in a square attacks a single warrior and is then used up. If another mine remains in the square, the next warrior to enter will take damage, until no more mines remain in the square, at which time the square will revert to a normal square.

To order a selected Soldier to lay mines:

- 1) Click the Lay Mine action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired square.
- 3) Press the left mouse button, or press 'Enter'.



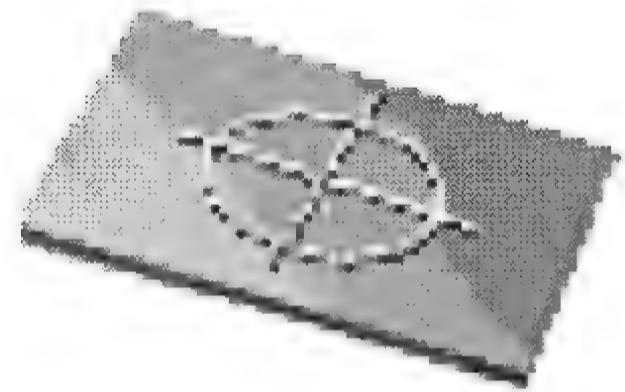
## SWEEP MINE

**Warriors:** Soldier only

This action directs a warrior to remove all mines from all squares between their current square and a selected square. The Soldier moves very slowly into the square without taking any damage, and begins eliminating mines. The Soldier continues to sweep mines until the square is free of mines or the Soldier runs out of strength.

To order a selected Soldier to Sweep for mines:

- 1) Click the Sweep Mine action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired square.
- 3) Press the left mouse button, or press 'Enter'.



## SHOOT

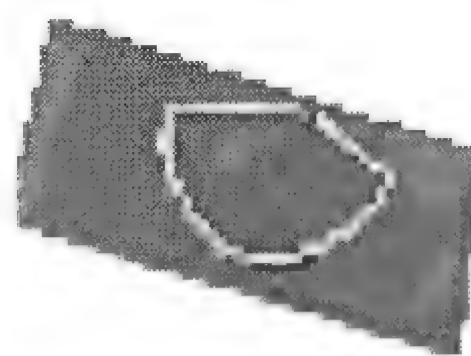
**Warriors:** Gattling, Tanks, Cannon

This action directs a selected warrior to fire at a target within range. Gattling Guns fire an arc of projectiles.

To target and shoot for a selected warrior:

- 1) Click the Shoot action tile; a highlight box is displayed on the battlefield.
- 2) Move the box until it highlights the desired target.
- 3) Press the left mouse button, or press 'Enter'.

Warriors who have used up all of their projectiles must enter Resupply mode adjacent to a Supply Tent to reload. If a warrior is ordered to launch, but has no projectiles, nothing will happen.

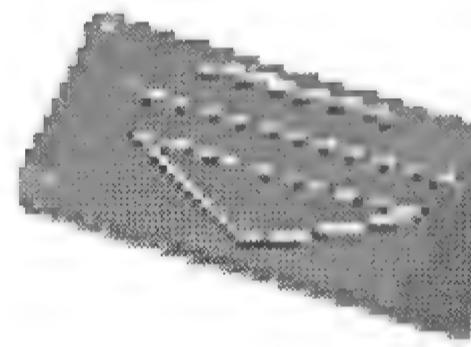


## DEFEND

**Warriors:** Gattling, Tanks, Cannon

Defend directs a warrior that is capable of shooting to protect an area within its firing range. If an enemy enters a square within the warrior's range, it will target and shoot automatically every few seconds. Gattling Guns and Tanks fire multiple shots at any enemy warriors in their range. The Cannon only fires a single shot at a time.

**NOTE:** Enemies that manage to move inside the shooting warrior's range will not be fired on. Also, moving warriors are harder to hit and take less damage than stationary warriors.

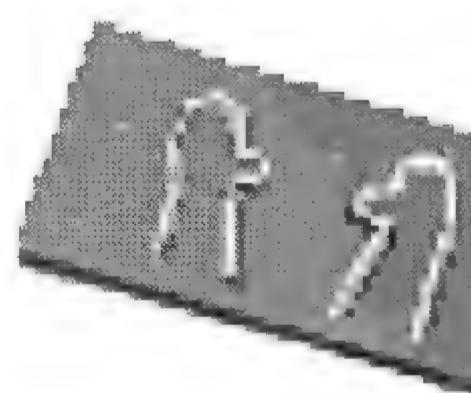


## RETREAT

**Warriors:** All except General

Retreat directs a warrior to attempt an escape toward the General. Movement is a bit faster than normal at a bit higher strength cost than normal.

**NOTE:** The warrior will try to avoid getting into fights as it retreats. If it is attacked it won't fight back and will continue running.



## RESIGN

**Warriors:** General only

This action surrenders and quits the game. You have a few seconds to cancel the Resign before it takes effect.

# Contemporary Set

An abstraction of contemporary air warfare with a futuristic look. Includes aircraft, radar and stealth, projectile and missile weapons. Object is to take the enemy Base.

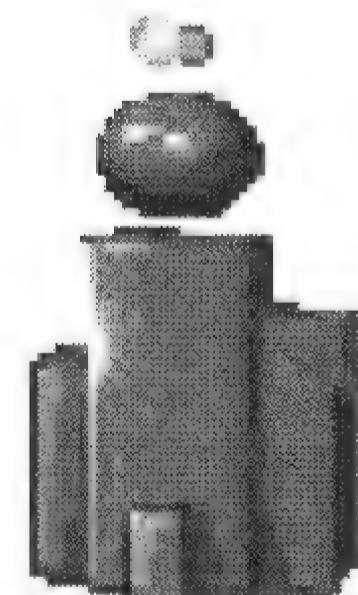
All warriors except the base are normally invisible to the other player until a warrior comes within sighting range or a radar is turned on. Warriors are temporarily visible to the opposing player whenever they use their weapon.

There are three ground types; desert, road, and airfield. Ground warriors move at different speeds through all the terrains, desert being the slowest, airfields the fastest. Aircraft may only land on and take off from airfields.

## Warriors

Immediately following the title of each warrior is a list of actions available to that warrior. The actions for the warriors are explained in the following Actions section.

A warrior may refuel from any tank or base in the supply line that has spare fuel. If the supply line includes the Base, repairs and ammunition may also be procured.

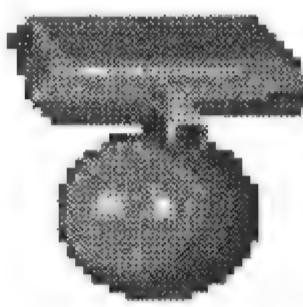


### BASE (1)

**Actions:** Rest, Resign

Loosing the Base loses the game. Other warriors may recover energy, damage and ammunition here. Takes a few bomb hits or many missile and/or tank hits to destroy

it. The base is visible to the enemy at all times, resting and healing at it's fixed position. The Base can only see enemy warriors in the same square.



### TANK (5)

**Actions:** Move, Rest, Shoot, Build, Destroy

The Tank is used for ground attacks and building roads or landing strips. Tanks also carry fuel for refueling the other warriors. Moves at normal speed and can only see enemy warriors in the same square, however it is visible to enemy warriors in adjacent squares.

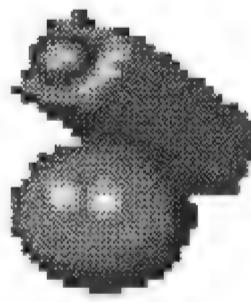


### RADAR (2)

**Actions:** Move, Rest, Radar, Scramble, AutoFire

These warriors are the eyes of the player. Makes hard to see enemy airplanes visible. Controls targeting and launching of missiles and fighter aircraft and has control over all nearby Missile Launchers.

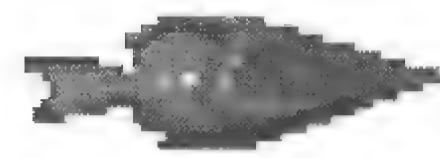
All enemy warriors in radar range are visible when the Radar is on. When off, only enemies in the same square are visible. This warrior is visible to all enemies within the same radar range when the Radar is turned on.



### MISSILE LAUNCHER (4)

**Actions:** Move, Rest, Shoot

The Missile Launcher is used for defending important locations. Launches missiles that are best against aircraft or tanks. Moves at normal speed, and can only see enemy warriors in it's own square.

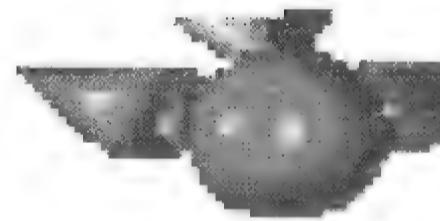


## FIGHTER (3)

**Actions:** Move, Rest, Shoot, Escort, Hunt

The Fighter is a very quick moving warrior, which fires missiles at opponents. Can't be stationary while in flight, and may only land on an airfield square. If the Fighter runs out of energy while in flight it will try to land, crashing if not over an airfield. During movement, effects of terrain are ignored by this warrior.

The Fighter can intercept and do battle, i.e. dogfight, with an enemy Fighter. While flying it can see enemy warriors a few squares in front of it, and is visible to those same warriors.



## BOMBER (1)

**Actions:** Move, Rest, Bomb, Home Base, Seek Base

The Bomber is used primarily to destroy the enemy base. Uses more energy than a fighter to fly the same distance, and only carries a single bomb.

## Actions

To make a warrior perform an action:

1) Select the warrior by clicking the mouse pointer on the warrior in any of the following locations:

- Current battlefield view (front or overhead views)
- Status screen

- Warrior tile (at the bottom of every screen)

- 2) Click the mouse pointer on the appropriate action tile.
- 3) If necessary for the specific action, move the highlighted box around on the battlefield and locate the target or destination for the warrior's action using the mouse or 'Alt' plus the arrow keys.
- 4) Click the left mouse button or pres 'Enter' to select the highlighted target or destination square.

NOTE: If you choose an action that requires selection of a highlighted square, but you then change your mind and wish to choose a different warrior or action, click the right mouse button to exit the process and begin again.



## MOVE

**Warriors:** All except the Base.

This action moves the warrior to a new square. When a warrior is moving it will not attack enemy warriors located near its course of travel, and defends itself poorly. Different warriors move at different speeds and expend different amounts of strength in moving, and aircraft ignore the effects of terrain while flying.

To move a selected warrior:

- 1) Click the Move action tile; a destination square is highlighted on the battlefield.
- 2) Move the square until it highlights the desired square.
- 3) Press the left mouse button or press 'Enter'.

NOTE: Warriors do not move toward their destinations in a straight line. They move along the fastest path

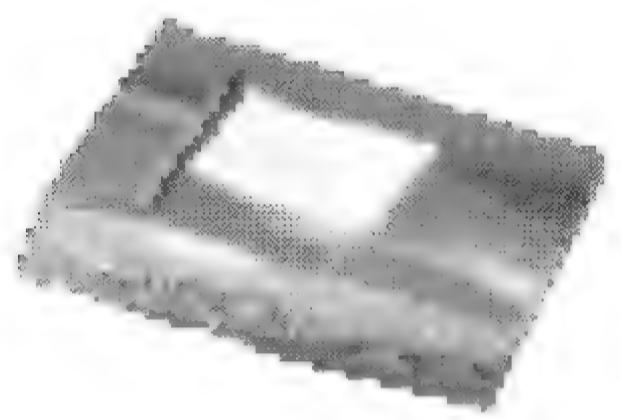
available. Remember that the airfields are the fastest to move over, and the desert is very restrictive.



## REST

**Warriors:** All

Rests the selected warrior, allowing it to recover energy, and acquire ammunition. If the warrior is not in a supply line it will move to the nearest Tank or to the Base (energy allowing) before it starts to Rest. If the supply line includes the Base, damage may also be repaired. Aircraft simply land on the current square, and if it isn't a airfield, crashes!



## RESIGN

**Warriors:** Base only

Surrenders and ends the game. You have a few seconds to cancel the Resign if you change your mind.



## SHOOT

**Warriors:** Fighter, Launcher, Tank

Causes the selected warrior to shoot a projectile or missile at a target square. Range of the shot is dependent on the firing warrior. The firing warrior is visible to the enemy for a brief period.

To have a selected warrior shoot:

- 1) Click the Shoot action tile; a target square is highlighted on the battlefield.
- 2) Move the square until it highlights the desired target.

- 3) Press the left mouse button or press 'Enter'.



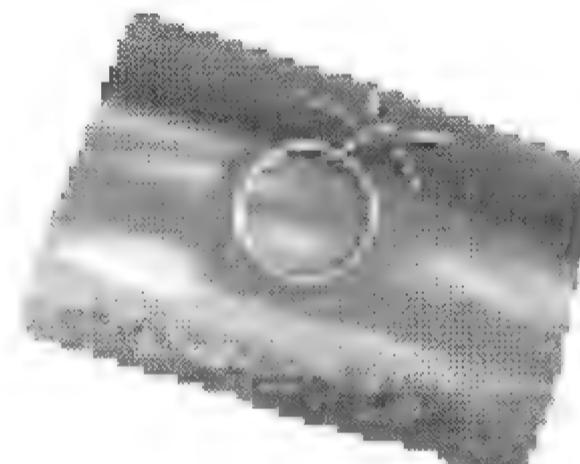
## BUILD

**Warriors:** Tank only

Build causes the selected Tank to make desert into road and road into airfield. Doesn't affect airfield squares. This is a high energy use operation, and it would be wise to have a supply line set up.

To have a selected Tank build:

- 1) Click the Build action tile; a destination square is highlighted on the battlefield.
- 2) Move the square until it highlights the desired square.
- 3) Press the left mouse button or press 'Enter'.



## DESTROY

**Warriors:** Tank only

Destroy causes the selected Tank to make airfield into road and road into desert. Doesn't affect desert squares. This is a high energy operation, and it would be wise to have a supply line set up.

To have a selected warrior Destroy:

- 1) Click the Destroy action tile; a destination square is highlighted on the battlefield.
- 2) Move the square until it highlights the desired square.
- 3) Press the left mouse button or press 'Enter'.

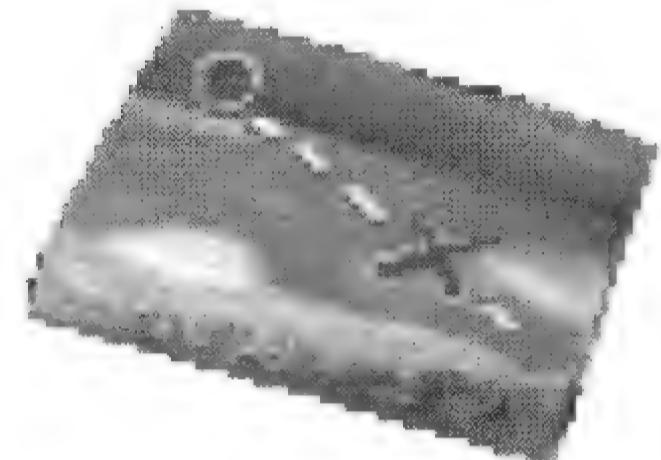
**NOTE:** Shooting at an empty square has the same affect.



### RADAR ON/OFF

**Warriors:** Radar only

Turns on and off the Radar. On makes all enemy aircraft and Missile Launchers within range visible and the Radar more likely to be visible to the enemy. Consumes energy, and is turned off during movement.



### SCRAMBLE

**Warriors:** Radar only

Scrambles any Fighter planes within its influence. The aircraft take off and fly towards enemy warriors that the Radar can detect. An on/off mode button.

You may wish to leave your fighters in Hunt mode so Scramble will cause them to follow the enemy warriors.



### AUTO FIRE

**Warriors:** Radar only

Another mode button. When on, an attached Missile Launcher will fire at warriors that the radar can detect. The launchers will continue to fire until this mode is turned off or the launchers run out of ammunition. Launchers running out of ammunition will rest until they have more and then resume the attack.

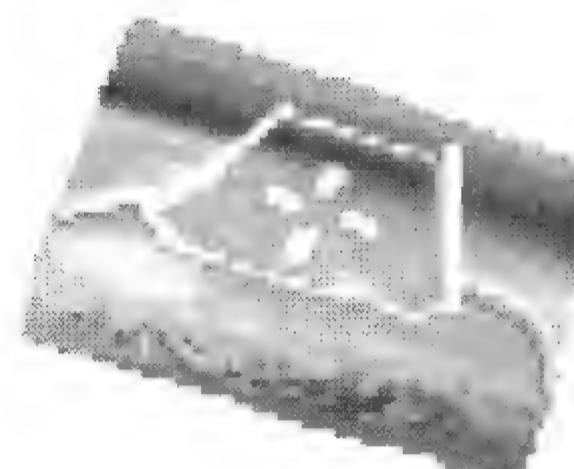


### ESCORT / HOME BASE

**Warriors:** Fighter, Bomber

Escort causes the selected Fighter to automatically follow the Bomber. Useful for providing fighter protection.

Home Base causes the Bomber to head for it's Base.

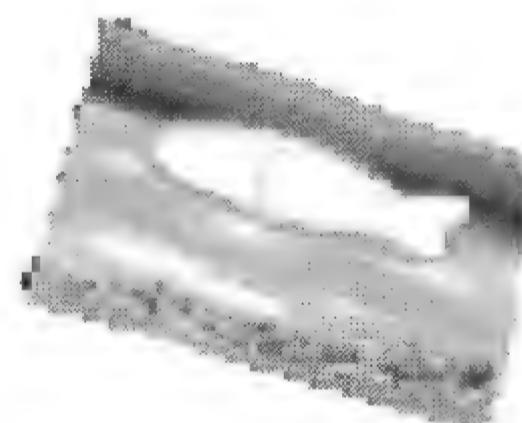


### HUNT / SEEK BASE

**Warriors:** Fighter, Bomber

Hunt causes the selected Fighter to follow the nearest visible enemy warrior. Preference given to airborne warriors, and in particular the Bomber, for area defense.

Seek Base causes the Bomber to seek the enemy Base.



### BOMB

**Warriors:** Bomber only

The Bomber has a firing range of a single square, so it must be immediately on or next to it's target in order to score a hit. The Bomber carries a single bomb, and should take off near it's target as it uses energy quickly. Used primarily to destroy the enemy Base.

To have Bomber drop a Bomb:

- 1) Click the Bomb action tile; a target square is highlighted on the battlefield.
- 2) Move the square until it highlights the desired target.
- 3) Press the left mouse button or press 'Enter'.

# **Multi-Player Games**

---

Theatre of War may be played by two players either on the same computer using turns, or in real-time using two computers hooked together via a serial connection.

---

## **Same Machine**

---

A two-player game is played in a series of turns. Player 1 has 60 seconds to enter any number of moves he/she wishes. When his time expires, Player 2 has the same amount of time to enter his or her moves.

After Player 2's time expires, Player 1 can proceed again.

NOTE: The default time for each player's move is 60 seconds, but can be altered in Options at the Main Menu.

---

## **Remote Connection**

---

In order to connect two computers together for serial connection games, a *null modem* cable is required. A serial printer cable should work fine, as long as it has the correct connectors for each computer. If you have a modem cable already, you can purchase a null modem adapter rather inexpensively at most electronic stores. The cable may also require a 'gender changer' in order to properly connect to both computers.

After selecting a two player serial game, a 'chat box' and serial options dialog will pop up. The chat box consists of a couple of text lines for each machine (e.g.. the top lines are for incoming text, the bottom lines for outgoing text.) The serial options allows you to adjust the baud

rate. Clicking the 'Cancel' button returns to the main menu, and the 'OK' button starts the serial connection.

NOTE: It is very important that you know the baud rate of the other machine if you are connected via a serial cable, or the baud rate of both modems if you are connecting via a modem. If the modems being used are of different baud rates, the lower should be used.

When a player types text, if the serial connection is good and the baud rate is set properly, the text being typed appears in the outgoing area of the chat box. This works whether two machines are hooked up directly with a null modem cable, or if the machine is hooked up to a modem.

If the machine is hooked up to a modem, one player must initiate the connection to the other machine by entering ATD<phone number>. The other player should enter ATA so the modem answers the phone. Modems that have MNP or bis error correction or data compression can cause problems with Theatre of War. Refer to your modem's manual for instructions on how to disable *all* error correction and data compression. These commands should be entered *before* the ATD or ATA commands.

Once a connection is made (or if a null modem cable is used), both players should click the 'OK' button. A dialog box appears stating 'Waiting for the other machine...' and containing a 'Cancel' button. When the other player clicks his 'OK' button, and the connection between the machines is good, the game will proceed. If the connection is bad, both machines will just sit there waiting for the other one, and both players must click 'Cancel'.

During the game, if either player pauses the game, both machines will be paused and the chat box pops up again so that the players can type messages to each other.

## **Saving & Restoring Games**

---

Theatre of War allows you to save and restore games. Each saved game belongs to its specific warrior set and can not be loaded when another warrior set is selected.

---

### **Saving**

---

To save a game during play, press the 'Alt + S' key combination. Theatre of War asks you for a name to save the game under. This name can be up to eight (8) letters, and is used as the filename when saving the game to disk.

---

### **Restoring**

---

Restoring a game is equally simple, as saved games are restored in the same manner as starting a new one. Each of your saved games will be displayed with either the scenarios (if you saved a computer scenario game) or the boards (if you saved a two player game) and you can select it just as you would a new game. Refer to the *Main Menu* section for specifics on starting a game.

---

### **Sharing**

---

A saved game can be shared by copying the saved game file from one Theatre of War game to another. Saved games for each warrior set are stored in the directory for that warrior set. These are located inside the Theatre of War directory. The first three sets's directories are named:

- |    |                    |
|----|--------------------|
| T1 | (Medieval Set)     |
| T2 | (Great War Set)    |
| T3 | (Contemporary Set) |

## **Trouble Shooting**

---

Theatre of War is a very sophisticated game, which is a fancy way of saying a lot can go wrong. The following paragraphs, along with the Three-Sixty Trouble Shooting Guide included in this package will hopefully solve your problems. If not, feel free to call customer service @ 409-776-2187 between the hours of 9am and 6pm central time, Mon-Fri. Customer service can better help you if you can 1) be next to your computer and 2) have a clear explanation of the problem and how to repeat it.

---

### **Unable to use Super VGA**

---

Theatre of War requires a Super VGA card and a VESA driver for that card in order to work in hi-res. The installation program will try to install the correct driver for your card, but with so many cards out it may not succeed. If not, you will need to provide a driver. One should be on the floppy disk supplied with your card. For help in locating and installing the driver, call us!

---

### **No Sound or Music**

---

We support the AdLib, SoundBlaster, and SoundBlaster Pro sound cards. To hear the music or sound effects, you must select the correct sound card during installation.

---

### **Game Doesn't Run**

---

Theatre of War requires 560K of main memory. DOS 5.0 is recommended, and should be loaded hi. EMS or XMS is required for Super VGA, and an appropriate driver be loaded. See the trouble shooting guide for more help.

## Keyboard Equivalents

---

Esc .....	exit to menu screen	R .....	retreat all men
Up arrow .....	scroll map up	F5 (or Q) .....	action 1 for selected warrior
Down arrow .....	scroll map down	F6 (or W) .....	action 2
Left arrow .....	scroll map left	F7 (or E) .....	action 3
Right arrow .....	scroll map right	F8 (or A) .....	action 4
P .....	3-D perspective view	F9 (or S) .....	action 5
		F10 (or Z) .....	action 6
O.....	overhead view	Selecting a destination square for an action:	
PgUp .....	zoom in (or + on num. pad)	Alt +Up Arrow .....	moves up one square
PgDn .....	zoom out (or - on num. pad)	+Down Arrow .....	moves down one square
C.....	center map on selected warrior	+Left Arrow .....	moves left one square
I .....	information screen toggle	+Right Arrow .....	moves right one square
U.....	toggle friendly/enemy info	Enter .....	
F1 .....	warp speed 1	execute selected action	
F2 .....	warp speed 2	Del .....	
F3 .....	warp speed 3	cancel selected action	
F4 .....	warp speed 4	These keys select specific warriors, corresponding to the warrior tiles at the bottom of the screen:	
M .....	music toggle (on/off)	K, ` , 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, -, =, Backspace, \	
N.....	toggle sound effects	Tab .....	select the next warrior
F .....	force other player (1 or 2)	Caps Lock .....	select previous warrior
SPACE .....	pause game		
ALT + S .....	save current game		

# Index

---

- A**
- Action Tiles 4
  - AdLib 20
  - Aircraft 15
  - airfield 16
  - Archer 6, 8, 9
- B**
- Base 15, 18
  - battlefield 3
  - baud rate 19
  - bis 19
  - Boards 5
  - bomb 16, 18
  - Bomber 16, 18
  - Build 8, 17
- C**
- cable 19
  - Cannon 12
  - Catapult 7, 10
  - Chariot 7, 9, 10
  - chat box 19
  - contemporary 15
  - Current Warrior 4
  - customer service 20
- D**
- damage 5, 13, 14
  - data compression 19
  - Defend 14
  - defensive 8, 9, 10
  - Destroy 9, 17
  - directories 20
- E**
- Emperor 6, 8, 9, 10
  - EMS 20
  - Entrench 13
  - error correction 19
  - Escort 18
- F**
- Fighter 16, 18
  - filename 20
- G**
- Gatling Gun 12
  - gender changer 19
  - General 11, 13, 14
- H**
- health 4, 5
  - Hold 8
  - Home Base 18
  - Hunt 18
- I**
- Inspire 8, 13
  - installation 20
  - invisible 15
- L**
- Lay Mine 13
- M**
- memory 20
  - mines 11
  - Missile Launcher 15, 18
  - missiles 15
  - MNP 19
  - modem 2, 19
  - Move 12, 16
  - moving 5, 7, 14
- N**
- null modem 19
- O**
- offensive 9
  - overview 3
- P**
- path 7
  - patrol 10
  - Pawn 6, 8, 9
  - perspective 3
  - Position Crystals 3
  - Power Bars 4
  - problems 20
  - projectile 5, 17
- R**
- Radar 15, 18
  - reload 10
  - Resign 10, 14, 17
  - Rest 8, 13, 17
  - restore 20
  - Retreat 9, 14
- S**
- save 20
  - saved 2
  - Scenarios 5
  - Scramble 18
  - search 10
  - seek 9
  - Seek Base 18
  - serial 2, 19
  - Sharing 20
  - Shield 8, 13
  - Shoot 14, 17
  - Soldier 11, 13
  - SoundBlaster 20
- T**
- Tank 11, 15, 17
  - throw 9
  - tile 3
  - time 19
  - Trouble Shooting 20
- U**
- Unzoom 4
- V**
- VESA 20
  - visible 15
- W**
- warrior sets 2
  - Warrior Tiles 3
  - warriors 3, 5, 6
- X**
- XMS 20
- Z**
- Zoom 4

# **Three-Sixty Pacific Ninety-Day Limited Warranty**

---

To the original purchaser only, Three-Sixty warrants the magnetic diskette(s) on which this software product is recorded to be free from defects in materials and faulty workmanship under normal use for a period of ninety days from the date of purchase. If during this ninety-day period a diskette should become defective, it may be returned to Three-Sixty for a replacement without charge, provided you have previously sent in your Warranty Registration Card to Three-Sixty or sent proof of purchase of the program.

Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the diskette as provided above. If failure of a diskette has resulted from accident, abuse or neglect, Three-Sixty shall have no responsibility to replace the diskette under the terms of this limited warranty.

If a diskette should fail after the original ninety-day limited warranty period has expired, you may return the diskette to Three-Sixty at the address noted below, accompanied by a check or money order for five dollars, a brief description of the defect, and your return address. Three-Sixty will replace the diskette provided that you have previously returned your Warranty Registration Card to Three-Sixty, and the diskette retains the original product label.

## **Corporate Office:**

Three-Sixty Pacific, Inc.  
2105 S. Bascom Ave, Suite 165  
Campbell, CA 95008  
(408) 879-9144

## **Customer Service:**

Three-Sixty Pacific, Inc.  
2402 Broadmoor, Suite C-101  
Bryan, TX 77802  
(409) 776-2187

America Online: ThreeSixty  
CompuServe: 76711,240  
GENie: THREE-SIXTY  
Internet: 76711.240@COMPUSERVE.COM  
Prodigy: KHFB81A





THREE-SIXTY PACIFIC, INC., 2105 SOUTH BASCOM AVENUE, CAMPBELL, CA 95008